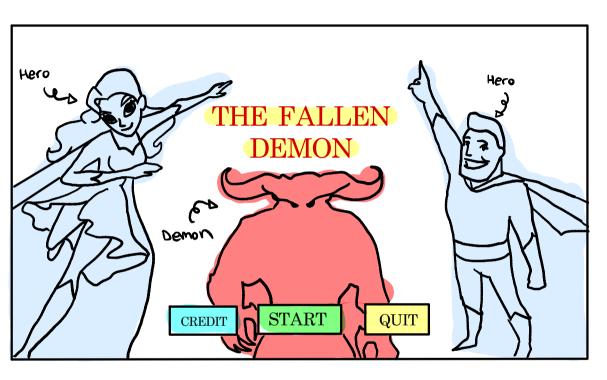
MENU



IN-GAME

